


MIB

ALIEN **CRISIS**



ACTIVISION

 **WARNING** Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

MIB

ALIEN CRISIS

XBOX LIVE.....	4
STARTING THE GAME.....	5
MODES OF PLAY	5
CONTROLS	6
HOW TO PLAY	7
HEADS-UP DISPLAY (HUD).....	9
CUSTOMER SUPPORT	10
SOFTWARE LICENSE AGREEMENT.....	11

XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

STARTING THE GAME

Congratulations on being invited to join Earth's exclusive order of elite operatives. You are no longer working in the system, for the system, or against it. You are above the system. You are now one of "them", you are "they", you are one of the Men in Black.

Men In Black: Alien Crisis is a hybrid, on-rail shooter with 3rd person control and cover system. Get ready to experience exciting shootouts, high-speed chases, stealthy infiltrations, and witty investigations. Or in other words, another action-packed day in the life of a Men In Black agent.

MODES OF PLAY

STORY – Follow the story of Peter Delacoeur, art thief and conspiracy theorist, as he stumbles up an intergalactic mystery that introduces him to a whole new world of danger and intrigue!

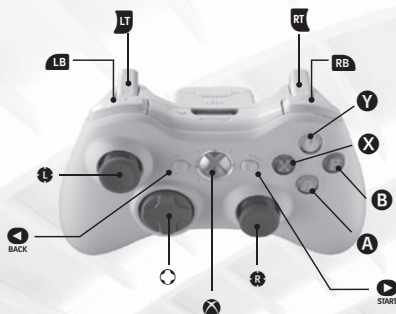
V.R. CHALLENGES – Pick from 6 virtual reality shootout missions and track scores via online leaderboards. Each challenge has a target score/time to unlock the next challenge. Performance will be rewarded up to 5 stars. The weapons available in the challenges are those that have been unlocked in the story mode, so make sure to come back when new guns are unlocked to beat a previous score!

MP V.R. CO-OP MISSIONS – Agents work best in a team. Choose from 2 player split screen co-op challenges, or compete in 4 player hotseat challenges to see who can score the most points in each challenge level. Try to finish score combos started by other players to steal their points. The player with the highest score wins!

IMPORTANT INFORMATION FOR INSURING THAT YOUR TOP SHOT ELITE IS PROPERLY CONFIGURED FOR YOUR ENTERTAINMENT CENTER.

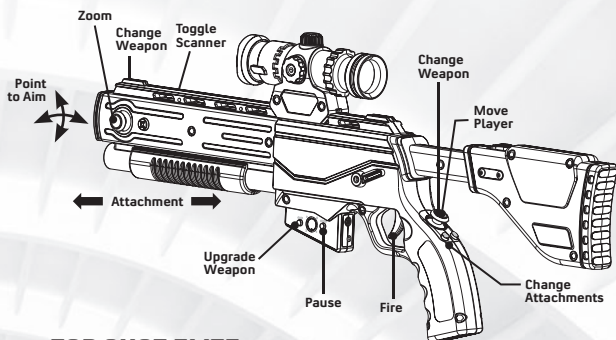
- Unlike previous Top Shot Elite games, it is not necessary to aim down the gun sights. Please find a comfortable position to hold the Top Shot Elite and aim by moving the targeting cursor on the screen.
- Make sure that the game knows whether the sensor bar is above or below the TV by accessing the gameplay options in the main menu (MAIN MENU > OPTIONS > GAMEPLAY > SENSOR BAR POSITION).
- Aim sensitivity can be adjusted in the gameplay options screen (MAIN MENU > OPTIONS > GAMEPLAY > AIM SENSITIVITY). Higher sensitivity means less movement is required to move the cursor. Make sure that the entire screen can be accessed, and that movement is comfortable.
- Stand at least 6 feet away from the screen for best results. Larger screens may require more distance or increased sensitivity.

CONTROLS:



XBOX 360 CONTROLLER

ACTION LIST	INPUT
Move	LS
Fire	RT
Secondary Fire	LT
Look	RS
Change Weapon	D-Pad
Change Attachment	Hold A Button + D pad
EMP (chase)	LT
Homing Missile (chase)	LT
Enter/Exit Scan Mode	Y Button
Dodge	LS Direction + RB
Enter Cover/Exit Cover	LB
Switch Cover (only available while in cover)	LS Direction + RB
Reload	X Button
Zoom	RS Button
Pick Collectibles	Crosshair Over
Pause	START Button
Upgrade Menu	BACK Button



TOP SHOT ELITE

ACTION LIST	INPUT
Fire	Trigger
Attachment	Hold Pump
Point to aim	
Change weapon	D-Pad
Change Attachment	Hold A + D-Pad
Toggle Scanner	Y Button
Move Player	LS
Dodge (when out of cover)	LS Direction + Y Button
Enter Cover/Exit Cover	Click LS
Switch Cover (when in cover)	LS Direction + Y Button
Zoom	Click RS
Pause	START Button
Upgrade Menu	BACK Button

HOW TO PLAY

MOVEMENT – Agent movement is different in each game mode.

- **Shootout and Stealth modes** – Agents move automatically along a series of nodes. Each node requires the agent to eliminate all targets before proceeding to the next node. An agent is free to move laterally along each node to attack and take cover.
- **Chase** – An agent can control the targeting reticule with the [left stick]. The car will automatically follow the reticule around the screen. The car speed is automatic so focus can be on shooting and dodging objects in the environment.
- **Investigations** – Investigation modes with movement will allow the agent to walk around the scene with the [left stick] to freely explore and look for clues and people to interrogate.

SHOOTING – There are two modes of fire that every agent has at their disposal: the gun in their hand, and their selected agent attachment. Attachments offer a variety of ways for an agent to even the odds in the field. Attachments unlock during the story mode of the game and range from an energy shield and protective bubbles for trapping civilians, to special anti gravity grenades for exposing enemies behind cover, and ice beams for freezing them in their tracks. The most resourceful agents use a combination of attachments for maximum style and points!

COVER SYSTEM – Every shootout and stealth level provides multiple objects that can be used as cover. Follow the on-screen prompts when near objects to take cover from enemy fire and camera sight. When in cover, follow the on screen prompts to peek out from the side or above the cover to shoot at enemies accurately or fire blindly from cover for less accuracy but more protection from return fire.

SCANNING – Press the Y Button to use the scanning feature that is standard in all the new agent sunglasses. Use this mode to discover aliens hiding in public, find object clues, and expose the weak points of bosses.

SCORES AND COMBOS – Each time that an enemy is neutralized the agent will receive a number of combat points. Common enemies give a small amount of points, while larger enemies and bosses give more points. Combat points are increased by multipliers which increase by performing combos and shooting enemies. Combos are earned by defeating multiple enemies in a row, and using special attachments or combinations of attachments before shooting them. Beware! Taking damage from enemies will reduce your combo. Knowledge of combos is essential for reaching maximum scores in the V.R. Missions and Co-op competitions.

HEALTH – Agents take damage in the field by getting hit by enemies. Players can hide behind cover to slowly refill their health, or aim at health pickups that appear from defeating certain enemies.

EXPOSURE – MIB regulations require that earth's civilians remain unaware of the alien presence living here. The exposure meter shown on screen during shootouts and chase sequences shows the level of awareness the local population has of the current situation. A resourceful MIB agent must use all necessary means to keep this exposure meter from filling up. A full meter means game over.

The exposure meter increases when the player destroys objects in the environment, fails to trap civilians in a protective bubble for post-action neutralization, or accidentally shoots near civilians.

WEAPON UPGRADES – An agent may find weapon upgrades from defeating certain aliens or finding them in the field. These upgrades can be applied to unlocked agent weapons for improved accuracy and damage. To access the weapon upgrade screen, press the Back Button.

STEALTH – Some missions require agents to remain unseen to aliens and civilians. An elite agent will be able to remain undetected by moving quickly to cover, and eliminating security cameras and patrolling enemies. Remember that if a security camera sees a patrol being neutralized, they will raise an alarm so always make the camera a priority!

HUD



- **Health:** The agent's health is represented in the HUD by a meter and also by a full screen effect.
 - The health meter will update when the agent has taken damage, uses a health pack, or recharges to full health.
 - Screen effects will be used to easily show an agent how close they are to being neutralized.
- **Weapon Information:** The weapon's ammunition numbers show the ammo loaded in the current equipped weapon and the total available ammo for that weapon.
- **Crosshairs**
 - **Firing:** The crosshair elements have animations showing each type of fire available. For example: the crosshair will rotate when firing, or scale and change its' color when charging the weapon.
 - **Reloading:** The crosshair animation matches the duration of the weapon reload process.
 - **Shooting not possible:** The crosshair becomes grey when an agent cannot shoot what is being pointed at.
 - **Weapon spread:** The crosshair also shows how precise the currently equipped weapon is.

- **Contextual actions:** When a contextual action can be triggered a message will appear on the screen showing the button that must be used and a text that describes the contextual action. E.g. “[Use button] Switch”.
 - **Score:** The score information has 3 parts:
 - **The total score:** Represented by the number in the top-right corner of the screen.
 - **The total multiplier:** Placed under the total score.
 - **The individual score:** When an enemy is neutralized a combat point icon will appear showing the reward amount.
 - **Receive Item Notification** – Whenever an agent finds a new item, a graphical representation and its description will appear in the lower right corner of the screen above the weapon information.
 - **Grenade Indicator** – When the agent is in the proximity of a grenade, an icon will appear in HUD showing the approximate position of the grenade in the game world.
 - **Exposure** – A meter that measures MIB exposure to the outside world.
-

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats.

Internet: support.activision.com

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can call us at the phone number below.

Note: All support is handled in English only.

Phone: (800) 225-6588

Phone support is available from 7:00am to 7:00pm (Pacific Time) every day of the week.

Please see the Limited Warranty contained within our Software License Agreement for warranty replacements. Our support representatives will help you determine if a replacement is necessary. If a replacement is appropriate we will issue an RMA number to process your replacement.

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors.

This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in any on-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

ACTIVISION

activision.com

speedtree 

PhysX[™]
by NVIDIA



BINK
VIDEO

COLUMBIA
PICTURES
THE POWER OF MOVIES


SONY
PICTURES
CONSUMER
PRODUCTS

Activision Publishing, Inc., P.O. Box 67713, Los Angeles, CA 90067

Men In Black, Men In Black II, Men In Black III TM & © 2012 Columbia Pictures Industries, Inc. All Rights Reserved Game Code excluding Columbia Pictures Elements:
© 2012 Activision Publishing Inc. Activision is a registered trademark of Activision Publishing, Inc. All rights reserved. NVIDIA(R) and PhysX(R) are registered trademarks of NVIDIA Corporation and are used under license. All rights reserved. Uses Bink Video. Copyright (C) 1997-2012 by RAD Game Tools, Inc. Portions of this software utilize SpeedTree technology. ©2002-2012 Interactive Data Visualization, Inc. All rights reserved. All other trademarks and trade names are the properties of their respective owners. KINECT, Xbox, Xbox 360, Xbox LIVE and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.
www.meninblackgame.com 76903227US